EXEMERIER

05

story and art by RIKDO KOSHI

Tec-hee-hee. It seems the stage is set for my appearance.



STORY AND ART BY RIKDO KOSHI

5 MISSION 1 THE WHITE ALBUM 29 MISSION 2 SHALLOW WOUND ENTERTAINMENT 53 MISSION 3 THE BEAUTIFUL FORCE 77 MISSION & THE DREAMS OF THE DOLLS 99 MISSION 5 JUST COME BACK 123. MISSION 6 THE STRING-PULLER 145 MISSION 7 AND THE ONE THAT DANCES BONUS MISSION 167 THE SPRING PROGRAMMING SPECIAL 192 OUBLIETTE (EXCEL SAGA BONUS SECTION) RIKDO KOSHI ENGLISH ADAPTATION BY DAN KAMEMITSU & CARL GUSTAV NORM TRANSI ATION DAN KANEMITSU LETTERING & TOUCH-UP BY **COVER DESIGN** GRAPHIC DESIGNER MANAGING EDITOR CTION MANAGER I WATANABE P OF MARKETING

STORY AND ART BY

SR. DIRECTOR OF LICENSING & ACQUISITIONS R. VP OF EDITORIAL







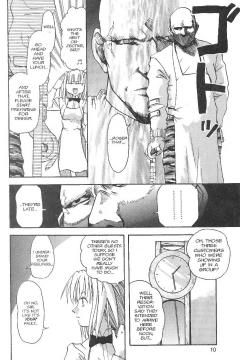
MISSION 1 THE WHITE ALBUM







































































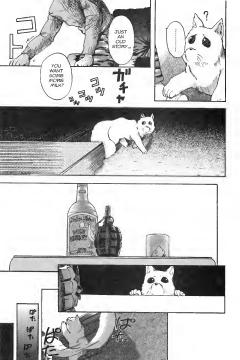
Here, man...
I got one grenade left
... take it for the
poker money I owe
you...

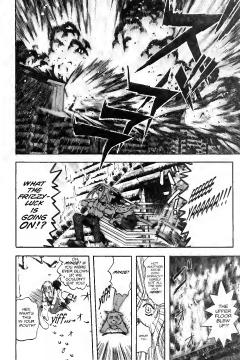


Can't die with any ammo still in my hand you know Hey, Antonio... Guess I ran ... out of luck...

Yeah... Well, we got as far as we figured we would...













EXCELSAGE







Scenes



from the Personal Life of Rikdo Koshi



The People of Extreme Contrasts



We, The Media Elite: Part 1















SATURDAY THE 13TH Charolate 90 IM DELIVERING THE MESSAGE US TO WATO NSTEAD GO THROUGH PLEASE GET AT THE ME TIME SOME-DIDN'T THING!" MAKE ANY



































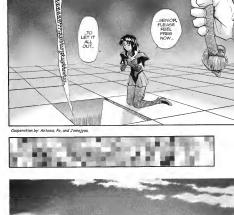












































END MISSION 2

50































45 Sec. Bang Minus





Bang Minus 30 Sec.









































































END MISSION 3



EXCELEGICA



EXCENSAGA









































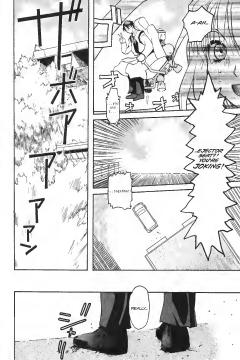






















ENO MISSION 4























BEAUTIFUL

DAY

outside!

ALL

BIGHT!

LUNCH

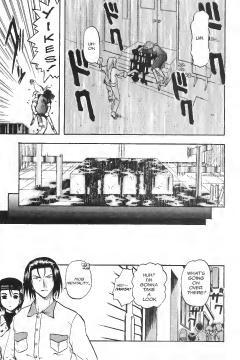
TIME!



























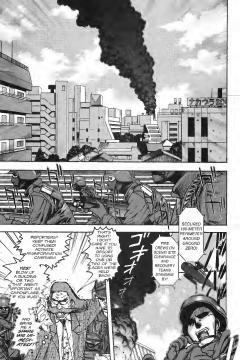
END MISSION 5



Featured Character # (abbreviated because this was too much of a pain) GOJYOU SHIOUJI Dear mademoiselles .Please petites, ...just and even call me mademoiselles "Professor . . . olders...

Featured Character (?) ROPPONMATSU TYPE I















































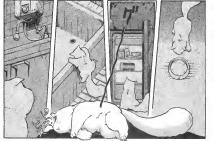












...AND NOW THE STORY MUST BACKTRACK ONE DAY!

END MISSION 6



MISSION 7 AND THE ONE THAT DANCES







































ARE YOU
IN SUCH
HASTE, THAT
YOU ARE
WILLING TO
RESCRIT TO
THE USE
OF CRUDE
FACSIMILES?



IT SEEMS A FULL SET OF KEYS HAD BEEN COMING TOGETHER WHILE I WAS AWAY.









AFTER ALL... THIS IS YOURS. YES...
THIS ATTIRE
IS ANOTHER
SOURCE OF
MY DISCONCERTION,
IS IT NOT?

ahe















BUT, SENIOR ... IT DID APPEAR PARAMOUNT TO OUR LORD THAT WE MAKE THE DELIVERY ON TIME ..

...BUT WE'D BEST NOT FLINCH AND JUST GET OUR APOLOGIES OUT OF THE WAY-



END EXCEL SAGA VOL. 05 TO BE CONTINUED IN VOL. 04

END MISSION 7

Special Edition



BONUS MISSION THE SPRING PROGRAMMING SPECIAL























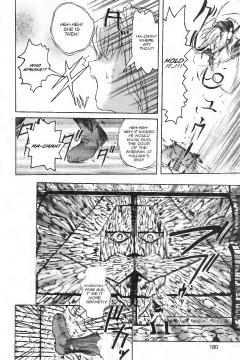


















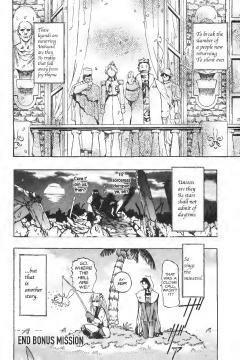














We. The Media Elite: Part 2





















Guide to Excel Saga 05's Sound Effects!

sound, snow packing below)	Most of Rikdo Rosni's original sound FA are le
3-FX k'Thud' (golon, sound)	their original Japanese in the Viz edition of E
K Groat gG ROAR GG YROARDOAR (gefu gabu groon, sound, ong me roaning whate in low gear)	Saga: exceptions being handwritten dialo and "drawn" notes that have the characte
51-FX Klank KThunk (gots, sound)	captions. Although these sounds are all lister
1—FX IX-WRAC-KK (keeps, sound)	"FX." they are of two types: onomatopoeia
3—FX H'FFF (hou, sound, breathing out)	Japanese, giseigo) where the writing is user
S	an attempt to imitate the actual count of our

-FX & Thok (getsun, sound) FX K'ThuKk (goto', sound) -EX Kichaek (katan, saund)

12-5 FX Z'kump (zu", sound, skarpeng)

13-1-FX Ting a lingG Ting a lingG (chain, seend, bel 144-FX B'thump! (betset, room

16-1-1 FX (upper left): Githek (go, sound

12-2-2-FX Kichek (keche, sound

16 1-2-FX (mid right): b'thudd(doks, sound 15-1-3-FX (mid left): Kithud (koga, sound

16-1-4 FX (lower right): k'Grak (gu', soem 16-1-5-FX (Sower left); v'woosh (bus, sound, geing through the air)

164 --- FX K'lachk_ (chr., sound

Ze'runch Ze'rusch (zemu, sound, wriking through znow)

17-3 ---- FX Th'chekk (genn, sound

17-4-1-FX Villunch will flunchunch (sal botebote, sound, snow piling on) 1742—FX th'choick (gasa, sound

17.4-3-FX Villanch will bunchunch (za' botebote, sound, snow pling on)

thing happening, and mimesis (in Japanese gitaigo) where the writing is used to attempt to convey rhetorically a state, mood, or condition.

Whereas the first type of FX will invariably be portrayed with kana, the second may use kana and/or kanji. One should note that there is often overlap between these two types. Onomatogoeia notes: Sound refers to audible sounds being generated somehow, Movement refers to the physical movement, or lack of movement, of something; not audible or mostly not audible Depiction refers to the psychological state of something or someone. Now, you've made it this far through the book backwards, so I'm guessing I don't have to tell you what I am, in fact, about to tell you. All numbers are given in the original Japanese reading order: right-to-left,

A special thanks, by the way, to all the readers who have both made Excel Saga a success, and who are also strong enough, man enough, and fan enough to endure Oubliette each and every time. Just for a bit of a laugh and a carry on. write Oubliette clo Excel Saga, VIZ. LLC. P.O. Box 77864, San Francisco, CA, 94107.

26.5-FX pilir pilir kichek (peruseni chi, soieni)	17-5 — FX Chek (cha', sound)
26-6-1 FX V Wood Wood (000, tourid).	17-6FX ZCHAXXI (zake: sound)
2562 —FX W/W00F000 (byusee, sound)	18-1 ——FX x27 transfel (xellar, sound, something walking midst underbriefs and trave)
292 FX ktok klak klak (ka', sound)	181/3 FX KTHAKK! (pols), sound, hard metalis sound)
2951 — FX k'lukk k'lakk (kotro, sound)	16-5-1 —FX tankhakdak (kurakasa, dapitaan and movement, shvering)
2952 — FX . Kruch Krunsk (gusha, sound)	1862 FX Makitalidak (Intakata, depiction and incomment, shiwking)
296FX K'henk (keten, stund)	1363 — FX thichold izers, sound, the grown feel of a chargical reco-
29.7 FX G'THUNK (gata sound)	tion agent type heat pack)
298FX - Gg'reekk (gishi, sound)	18-1-1-FX VWHRQooAR (byseco, sound, strong words)
31-1 FX Munch munch (get, depiction)	19-12-FX vWHR0coAR (bysoos, sound, strong winds)
31.2 ——FX Zzhrpa (ouzu senni)	15-4-1FX Wh'THUD! (color), second)
31-3-1-FX Kurch Murch (bari bori, depiction and sound)	1942—FX KTHUMO (pan, sound)
31-32—FX g Munch's mechanic mg lanch (gatta backa reogs, disper- tion and search)	19-4-3
ton and tound)	20-1 FX Ph tungg (pushin, depictive, unbuttoring)
322 ——FX March munth (nori mon, depiction)	284 FX Stk RCH Stk RCH (kalk), sound, scratching, comic).
323—FX Gulp (yetkun acund and depiction)	21-8 FX Ftsk (se' motion)
32.4	21-7FX Kilonic Kilonic (Lates), second)
334FX Sgrip (gr., depiction)	22-1FX sterp storp (peta, dispettori)
335 bva (out of wh): Get it?	22-31 FX Selff sniff (fun, sound)
341-1 — FX p Ying (pike, depiction)	22.3.2 — FX ph'tep (ton, sound, light iappray)
3412-FX sh'shing! (bi', depiction, pointing Watenabe)	22-7 FX Bb1AMmen (docume sound heavy guestion)
342FX gelarref (loshs depiction, dead serious)	Z32 FX Kithenk (kote, seemd)
34.4 — FX KK thedi (poter, sound)	23-31 FX Na chak (sacha, sound)
34-5	2532 FX Klock Floor is book (horse, sound)
	and and the state of the state
356 FX K chalds (late, swend)	
38.4 FX Dribbib (divero, esclue, melting)	
37-1 X k'lak (ka', sound)	74-2 FX STHUMPTI (box, sound)
372 — FX k'lek k'lak (kai sound)	24-3 FX VGRSSGROAFAR (geocee, sound, list)
37-3 —— FX phichak (zu', depiction, presenting something)	24.6 FX R:RCARRR (out sound, fire)
384 PX Klak (ka. sound)	25-2 FX Woltbie (fure, mexico and depiction)
40.2-FX ha YMM (hee', dialog and depiction, posing, correc)	26.5 FX VGRGGGRDARRR (goccoo, seems, Sire)
404—FX Bissp (ha' degiction)	256-FX VSRGGGRDARRR (grooms, sound, fire)
41-1 ———FX Th-hump! (goldi, depiction)	25-8 ——FX Michael Michael (kasho, sound)
	264 FX Pip pup pup popip (pi, sound, electronic)

OUBLIETTE Your Excel Saga bonus section!

	TOUR EXCEL SAGA DUNUS SECTION!
55-1-2 ——PX (bettere right) rustic rustic (zawa, sound, converte)	41-2 FX P'thap! (pu', sound, blowing out the rese plays)
56-1-3 PX N'00 Nk (pt/pusse)	414—FX Zi'shing (zi', deprison, posing)
55-14 —FX (bottom left): rustle rustle (zawa, sound, crowds)	42-1-FX Da-decomp! (bon, depiction, dramatic presentation)
55-2-1 — FX mattle nurths (zews, seems, crowds)	42-3 FX Zi'shing! (zi', dapiction)
55-2-2 FX k'thunkk (keten, sound)	43.4 FX RARDARRR (see, depiction, surprised crewd)
55-2-3-FX at shirt (bif, medion)	43.6 — FX KX FEEK (kyru, depiction, squeaking sound generated from pushing something in)
554 FX Flap flap (pate pate, morion)	44-1 FX Sk'shingff (pish), depiction, posing)
855 FX & thempi (bates, sound)	44-61-FX Chichak (chi', stend)
56-1FX zz'rek zz'rek zz'rek (zaka, sound, forceful walls-	44-62 FX A'RATH (base, sound, clothing)
562 PX zz'rsk (jan. souad, abrooks)	4443—FX Th'THUMPI (bibz, depiction, reaction)
566 X email small (pan pan, hands)	455-FX P'sing' (blks, depiction)
56-7—FX Fap fap (pan, seems)	48.3—FX VVREEE (pueau, sound, kigh pitch engine sound)
57-1 FX Zr'fink! (pass' sound)	484—FX BS AMPP (bon', sound)
	47-2-FX (Garchek (garche, sound)
572—FX thichakk / thuchit thickakk (gana gana gana gana, secund and depiction, shuffing about)	47-3-FX Idak klak klak (katou, sound)
57-5 ——FX Zr'chald (cya', stend)	47.5——FX klak_(katra, round)
57-5/6—FX gg/naPp (gebi, depiction, bending a joint the wrong way)	482—FX Krench (kaki, sound)
57-8 ——FX Zichak Chichak (chyaka, sound)	48-3FX 10ak (ketsu, scund)
58-3 FX Zr'shingl (bishit, depiction)	464FX blak blak (katsu,' sound)
58-41 FX (upper): Wheesh whoosh (bur, metion, fast)	49-1 ——FX viRESEEM (pyruum, sound, electronic-think robots as
5842-FX (lower) glare glare (ha', depotion)	49-2-FX Ggrip (qu', depiction)
5843—FX (next to Mince): krrk krrk (kuri, metion, cate terring)	493—FX Haffff (Galog)
592-1-FX Th'chakkchakk (zarazara, sound)	59-1-FX b'thurp (bitan, sound)
59-2-2 FX Gloplugluglug (go' go', sound and depiction)	50-3FX z'throh z'throh z'throh z'throhot (zaza, toward, water)
594FX th THUOI (do., second)	50.4 ——FX V wsoas " (Trysu, seems, lonely wind)
60-5 FX Staret (kill, depiction and section, turning kend and planny)	53-1-FX zz'eSHING (zan, dapistion, poeing)
6141 — FX VWHROooAR (bywood, sound, streng winds)	532——FX Fsfssk (Baba', malion)
61-4-2 FX Zz'shinggi (zecann, sound and depiction)	533 Fask (kyu', motion)
62-1 FX bRAKeRAKeRAKeRAK (berstern, sound, SMG	534—FX liftesk (kultifi), metion, minimal)
fice) SACRAMOVING (BALLEY) SOUR SAC	53-6 FX TeDo taDo teDo teDAAA To tet tot DAAA" (chara', sound, muon, jazz liku)
82-2 FX k B00m (deen, seems, coplesion)	53-7 ——FX z'chald (zya', sound)
62-3 FX o'RODDARRR (eco, sound, engine roor)	539—FX w6 BAAMM! (order) point loof)
62-4-1 — FX vFvFvFvFvF (bubebuha sound, helicopter sounds)	**
	55-1-1 ——FX ba-Boom ba-boomboom (dontouks, depiction, festive atmosphere)

693	626FX A'Roth (bo', sound and departion, clothing)
89.4 FX zz RASHI (zz ho, motion, quick movement)	63-1-1 FX B'BAMBAM (ben, sound)
89-6-1 —FX Wheez' whosz' wheez' whosz' (zei', sound)	63-12 —FX th-thorap! (bike, depiction)
69-62-FX fisk (so , motion)	
70-1-1-FX thSPLth (br., sound, plosive bilabial)	
70-1-2-FX zz'CHAX (zyaki, sound)	63-22—FX th-thump th-thump (dokidaki, depiction, rapid heart- heat)
782-FX Zi'rackk (zya', sound, sbrasive)	641 FX VBANGe (bat, round)
79.3 FX VYREEN (chain, sound, electronic acceleration, à la The Booic Woman)	642—FX Teeter (yura, motion)
71-1 FX K'BAAAM! (agyust, seend, gusetor)	643 PX phipit (poi, movement, lightly toosing things bt)
71-3-1—FX Zrirakk (zz', sound, abraziye)	852—FX sh Thith sh Thitte sh the share shows the share share shows the share
71-32-FX Humph (be', dielog)	65-3-1 FX b8'THUMDI (bon, sound)
71-33-FX Zr/rakk (zaku/ pount, abrasive).	85-3-2 — PX whose whose (ze', second)
71.5.1 FX Zz'rakk z'raskk (ze', sound, abrooive)	66-2-1 —FX AFEE (dialog)
71-52-FX DASH (da', depiction)	86-2-2 — PX b6THUM0I (bin, sound)
72-1-1 FX h'H000NK (bu', sound)	66-3
72-1-2 — FX g'THU00 (ps', motion)	664 PX Pipmap pipecap (pl "pipp)", sound, electronic)
72-4 ——FX vWhooeSH (ooo, sound, fast mavement)	66.5FX p'ting! (pt"is, depiction, reaction to something)
72-7.1 —FX kTong (kon. sound)	67-3
72-72 —PX g'thui (gen, sound)	67-4FX Shuffle shuffle (jits, metion, playing about)
72-73 — FX vV Plash (postra"s, sound, liquid splash down)	67-5 FX BAAAMS (been, sound)
73-1 ——FX zzírakkozz (galkataka, sound, metal, abrasive)	67-5 FX sprinkle sprinkle (pare, motion, something loose
73-3-1 — FX he'Hroosk (posses, sound)	falling sport)
73-32 — FX Kichak (zysi, sound)	67-7 FX G'chek (gof, motion)
73-7FX KBLAAAM (base, seemd)	68-1 FX VTINSS VTINSS VTINSS (blown, motion, speem)
73-8 FX P'H'1 (ful, sound, blowing schole)	68-2-1 — FX (large): VTINGG VTINGG VTINGG (linkus', metion,
34-1-1 ——FX KKRK (born, motion, terming)	68-2-2 FX (small, upper): E'thunk (taku, matian, gaing limp)
74-1-2FX cremble (boro, depiction)	6923—FX (small, mid); p'ting (tilbu, depiction, reaction)
74-3-1—FX Webbis webbis (you, motion)	6924—FX (small, bottom right) chomp (gabe', motion, bising)
74-3-2 Yikes! Airee (kyasa' kyasa', dialog)	68-3 FX VTINGG VTINGG (bikun', metien, apasm)
74.6 FX VTINGG VTINGG (bloor, motion, special)	685 FX Th CRASSH (bakan, sound)
75-1-1 —FX K'roek K'roek K'roek K'roek (kzra, zaund)	68-6 FX th'chingching th'ching (zyans, sound, inass change)
75-1-2 — FX Thillump® (hitau, depiction)	69-1-1 — FX A'RUTH (bu', sound, clothes, getting up suddunly)
77-1/2FX RoARRSR (000, 200ml)	69-1-2FX Th'chingle (lysna, sound, loose change)

625 — FX b'BLAAM N'BANGy (boon bon, sound, gas explosions)

69-2 FX VTINGG VTINGG VTINGG (bikur, motion, spann)

69-3 -----FX DAAASHI (da degis

OUBLIETTE

our Excel SAGA bonus section!

	Your Excel SAGA bonus section
82.5 FX bithomp (baten, spirit)	77-3 FX G'CHUNKK (green, round)
832—FX vinveneve (tokakeko soried, elow movement)	77-3/4—FX Kink (katru, snood)
83-3 FX x KREntere - KREOW (dolyakyakya, sound, tires speeches)	77.5 FX (far left and right): Whisper whisper (boso, depic- tion)
8341 FX Rattle settle (biritin, second, vibration)	77-8 FX G'CHUNKK (group, strand)
8342FX Rattle (bir, bound, yilansion)	77-7 FX K'thed (go', sound)
835	78-1EX giptit (pare, depiction, screething falling off)
84-1 PX DASH (da', merion)	783-1 FX Ph'V00SH (bun, motion)
842 ———FX Waddle waddle (note note, depiction, slow move- ment)	7832—FX Twil (kirkin, metion, corne)
The state of the s	78.3.3FX KTHUD (dogs, sound)
863 FX shishing! (b) depiction posing)	78:34FX Fafter webbila (furnituria, depiction)
844 FX Tibut (tr., sound)	78-35FX Ch'thurpp (gisshe, seund)
85-1-1 ——FX VRDAAMMMM (becox, sound)	79-1 FX Kick kick (kotsu, sound)
9512-FX of THUU (bein, sound)	79-21—FX sk RATchch shoffle sk RATchch eheffle sk RATchch sheffle (kasi jis, sowed and depiction)
	79-2-2—FX fask (sur, motion)
85-31FX VTH:000 (dan, sound, landing on both fast) 85-32FX (twird (unnell matter))	79.3 FX p'hompo (pito', depiction, reattaching somethin
	794FX sh'ZINGg' (bi', depictors)
854 FX phew (ho' duicy).	795 ——FX Idi'off kau'ff kQAff kassf koelf (gecho goe boe
85-51 FX ph SSSH (she , secret)	he gelso alto, sound, coughing)
85.52 — FX chi chinkchinkchink (kan, zound)	796FX Kiek kiak (ketsu, sound)
86-1	80-1 FX kTok (batsu, sound)
58-4-1 FX g'thuk (gen, spend)	89-3-1FX kick (ketsu, toured)
8842-FX Zirink (ga., second)	80.3.2 FX (O'chek (gachs, sound)
865FX katurak katranik (gaka, mozion, stoking)	80-4 FX 8 thump (baten, sound)
88-6-1FX PTING (piča, dopition, maction)	50-5 FX Kra'roamm (kood, sound, displane engine, resid
86-62 — FX whiRRR (hyuse, sound computer equipment becking up)	81-1 — FX W SEEFEwinEE'n (gyvoon, zound, eintraft eng
87-3-1-FX 8 themp (buton; scend)	81-5 FX zz chaki (nza', sound, abranive)
87-3-2 FX zehber zehber fin ja, bires apiereng upsintel gecend	
87-3-3-FX woom itseer, eagine firing up)	
87-4 FX sx REECHREECHREEECH (gyogyogye, sound, tire spenning)	
87-6 — FX vROASSR (gason, sound, engine revvise up)	824-1-FX SH'SHIN GI Dopi 'n depiction, scary
88-3FX V RODAARRR (good, sound, driving fast)	glace)
88-4 FX Ggsp (gs*, depiction)	82.4.2—FX k chak (poks, sound and depotion, opening, wrist works)
885—FX Remo ramo (kata, squad, vibration)	8243—FX VWWONPI (peet, sound and motion)
	97.4.4 EV and 900thern (burner) around applies stanting

38-2 Fook (su, medius)	89-2 FX Kithal (do', sound, learning back on chair)
984 PX 1000RMmm (con, sound, dramatic)	90-1-7PX - CHOP1 (chopul Yes-you got it.)
38-5 FX Where where (cri zei, sound)	90-1-2 FX KTHUNK (reck, scord)
100FX TX SRH (of su, dealing)	503-FX sattle nattle sattle sattle sattle sattle sattle (ka ka ka, sound,
101-1 FX & thup (data, sound)	SO-4 ——FX at REECH (gys. sound)
102-2/4—FX «GranGranGranGran (gogngogo, depiction, dra- maric builden)	105 FX A'ARATH® (by : poton)
102-5 FX VVMMPFI (box, depiction, dismanc)	91-1-1FX NG CHUNK (dopin, sound)
103-5FX KTHUNK (gots', sound)	81-1-2-FX traki (kur, melion)
1041 FX p'trag (pita', depiction, sudden frace)	20-2-1 FX zz mekraktrak (gagaga, sound, abresiwe)
1044 FX Ggrip (gw', depiction)	81-22-FX webble webble (trans) potion)
105-4 FX B'thump (hetan, sound)	9)-3 ——FX Benel (gc/ motion)
105-5 FX klok (ka'_, sound)	314 FX kreek (kon, sound)
1058-FX klok klek klok (ku', ssund)	916FX VRDAMMI (geo strent)
1052—FX Fluglaphophopho (becarara, secon), Reports through many pages)	92-2 FX Ki chakchelxchakchekchakchekchekc hekchekchekchekchekchek (pp. seend end deputon)
106.5FX Phow (hus, diolog)	92-5
107-4FX KTHUNKK (geton', sound)	92-6FX 'QARRR (aven, sound)
108-1-FX Kink Kink Kink (kata, sound, typing)	93-1FX HODONK (pana. search)
108-2-FX P'throyt (pon. sound light tup)	93.2-FX Glora (ke , depiction)
108.4-PX Ktuk (kata, sound, typing)	93-3 — FX SK REECH K REECH KREECH (gyaaltaka kari gant saand)
108-5 FX 0" ing (chi 'n, sound)	9341 FX vWHOOSH (byv ! motes)
109-1 FX 10a cheak Na cheek (gekz, arend, elevator doors (general)	9342 — FX ph'VREEE (supa a medica our clear across.)
1092 FX gb"thungg (gos, sound, increasing weight)	94-11 X VROMERR (good, sound)
109-3/4—FX b'bazzzzzzzzz (bu' sound, buzzer)	94-1-2 —FX Clay clay (pachi pachi, sound)
109-61FX Kneek (kirl, depiction, mechanical emotions counds adapted to dissist increasing tensors and anger)	342FX Fack (su, maters)
and the same of th	94.3 FX W/KREEECH (dogys, sound)
1894-2 FX Keek (bir), depiction, mechanical cavaking suurats satupael to depict recressing session and engar)	945FX DARRR (sen, sound)
10943FX S'SHO CX (ga'n, depiction)	946FX VROSAASER (00000, 500md)
1095—FX O'ing (chi n, sound)	95.3—FX KTHUO WHIO WHOO (dogagooa, ssund)
NG-8 FX Wh'RRRR (wwii, sound, rechanical)	95-4/5 FX VVH000SH (bashv_stend)
110-2-FX Phillt (pau, depiction, tessing into air)	95.6-FX Flop flap flap (bata, motion)
110-3-FX Feak (tait, motion, turning objection around)	90-1—FX VGRDARRER (good, sound)
112.5 h NOsUSHh (gols) sound, coupling up somethings	98-4-FX whp VPLAAASH (zaboosa, strund)
[128 FX WH THUD! (dose, motion, collapse)	96.5 FX Z/rakk (ryar) (stant)
113-1FX blub blub blub blub (doku doku, depiction, biswd pournog cut)	97-3PX - chesh eithrak eithrak eithrak (max, sound, waiter)

OUBLIETTE Your *Excel Saga* bonus section!

120-3-1-FX (thutterhuttet (dadade, sound, running)	113-2——FX Deald (64 motion)
120-3-2 — FX [small, next to Exzel's neck): http://uphiuphiup (daka- doks, depiction, steady flow)	113-6 FX Bustle rustle (zavez zverz, depiction)
123-2 FX stilethfeithfeithfeith (dass desset, sound curring	114-2 FX nastle rustle (zawa, dispiction)
with heavy equipment)	1144-1 —FX ka'shreid (bash, sound, light medianical sound)
123-3-1—FX VWP-WP-WP-WP (behalvabe, sound, helicop- ter sounds, ministreed)	114-42—FX KYREEX (gin, sound, activation of equipment sound
123-32-FX VSRGGSRDARRR (grooms, sound, fire)	114-4/5—FX Bzzt bzzzt bzt kizt (zi, sounds, mechanical op bon sounds)
125-1FX Shaku shake (bun bun, morien, shaking head)	114-61-FX Bazt bazzat bat bazt (zi, sounds, mechanical o
125-2-FX Zichek zichek (zamu, sound, henvy and deliberate)	tion sounds)
125-3-1—FX (next to hair add on) Kreek Kreek (kyu kyu, neural highterion of fastering source)(ins)	11462 FX B'chrikk (bu, sound, termination of line)
	11663—FX Fook (fu metion)
125-32—FX Zi'rak zz'rak (zuruzeru, depiction, being dragged	115-1 ——FX sh ZINGg' (bif, depiction and movement, fast movement followed by sudden stop)
1254 FX first (see motion, looking away, slightly comic > quick motion)	115-2—FX GASPI (wason, depiction unit count), crowd go
12561—FX VWP-WP-WP-WP (babababa, sound, helicopter counds, reinferced)	1154-FX Tithut (ta', motion, remains)
125-6-2FX V/VGRSQSR048RS (knoose, sound, firs)	116-1-1—FX screech (vi. sound)
126-7FX k'lek'lek'lek'lek'(ke' sound)	116-1-2-FX zz'rk (ze', second, abrosive)
127-1-PX In THUD! (tan), sound opening (open	116.2-FX B thursel (butsel, sound)
127-2-FX zickań zickań zickań (go tocka, scend, reinforced, welking, incenting)	116-3-1FX zk'lak (tuka, sound, reinforced)
	118-3-2-FX zk'lak zk'lak zk'lak (naka, sound, minforced)
127-3/4—FX zk lak zk lak (troko, sound, reinforced, welknig, incessing)	1184-FX ('thost (ten, depiction, documente minforcemen
127-8 FX PH III (fu", depiction, smoke achale)	116-5-1FX K-chuk (hr/, 2001d)
127-7-FX W philing (buto secund, exhaling)	11652—FX to shrift (kashi, sound, light meckanical so
129-21—FX Fisk (sa. motion)	115-6-FX v (chi sound, scanning)
129-22 —FX ph POP (pofe, zound, popping sound from blowing into cape)	117-3 FX o'RUTH! (bal, sound, removing disting in a not
129-23-FX p FLth!! (pu'l, sound, plesive bilatiol)	1174 FX ph'theel (pase', sound, light)
1284 FX KX link (kattu, sound)	117-5 FX K'CHNG' (kint, sound)
1288-FX B'thod (deed, round)	117-6-FX sh'SHI ng (sheen, depiction and motion, ering something)
130.1—FX Bithing (tatan seems)	117-7 FX sh'T ng (shaaa, depiction and motion, sm
130-51—FX K SEEK (gishif, secund)	something)
130-5-2-FX WHOOSH (flux, sound)	118-1 FX k feek k feek k feekfeekt (kik/kik/k cound an depiction, quetty cutting here and there)
IS1-1/2-1-FX g/GrGrGrGrGr (good, sound, heavy mechanical)	118.3 ——FX Kimmin (chiefe, bound, high pitched mechani activation sound)
131-1/22-FX KK: AAAVinsti (to shoom, sound, mechanical, light)	119-1-1 —FX Best best (zi, sounds, mechanical operation sounds)
131-5 FX g'Gravid (goose), sound, heavy mechanical open-	and the second s
ing deer)	119-1-2 — FX chak k chak chak (ka, sound, mechanical cur sounds)
131-6	. 119-2 — FX chicking kit inkk kithukk (chrn kini kni, souna various metallic impact sounds)
1334 FX Phop phop (pon, sound and motion, light tapping)	various intense impact toutes;

H-5-2	1342 TA Outsid Datate (Otiya Boya, Repication)
145-3-FX k Tank (kan, sound, mechanical)	138-1-FX TATOMMT!! (doban), depiction, dramatic)
1454-FX k'lank (kan, sound, mechanical)	1362—FX (throughout hackground): \(\forall \text{AusPvWumP-} \) \(\forall \text{WumP-WumP-WumP-} \) \(\text{botabata}, pound, helicopter sounds, stower rotation) \)
145-5—FX DAAAAAA (dasees', sound trampet)	sounds, slower rotation
1456FX b'lup b'lup (do'pu dopu, depiction, bleed flow)	136-3-1 —FX th'epl (to', second, touching ground)
145-7-FX v WHISSODSHPHOOSH (ho'the shae, sound, remains, accessive comic enaggers/694)	136-32 —FX (through out background): Vikionif (Waref-Vikionif) Waref-Vikionif (batabuta, sound, helicopter sounds, slower rotation)
147-1-FX vBLAAAAMmin (zupasa, sound)	1384—FX (through out background): VMumP-VMumP-VMumP-VMumP (batabata, sound, belocyter sound, slower retainen)
1472—FX ph'thrithythuthet (shi'totslota, motion, fast running, somic)	137-1-1—FX A'righ a'mith (base, motion and agend, heir
1473-1 VVRROARIr (case, sound, vehicle driving by)	flegging about)
14732—FX th'THUNP! (biku, motion, rention > sudden heartheat)	137-12—FX gg rasp (ha shi, motion, grasping her hands, comic)
1474—FX vWhePvPvPvPvP (dapabuhaha, sound, helicopter sounds)	137-2-1—FX sh'shing! (bi', depiction, pointing)
147-5-FX vThethet (dada, sound, running)	137-2-2—FX AA'RUTHI (guba', motion)
1693—FX B'hep bY'lupp (gope' gapopa', depiction, blood flow)	1374—FX KSSNAPPI (pakkini, secret)
150-1-FX Birling (bots, sound)	137-5—FX VWHOODSHI (balin), metion, swift)
150-2 ——FX Ki'thak Ki'thak (tsaka, sound)	138-1-1 —FX KKhak th KRASH wh THUOD k thatch (garan gashari dogara ga', sound, creshing and threshing)
1513-FX Glare (bi, depiction)	138-1-2-FX ("that I'that (sate sate, motion, fast walking)"
1524—FX s'Squeezel (kys', depiction, squeezing)	1382—FX gk/KCHunk (gestra', sound)
152.5-1—FX ZGGUEEEZE (gibyusu, depiction, massive injection)	138-3 FX Flap Bap (paku paku, moden, of ear like sensora
152-52—FX b'kep'hap (doku doku, depiction, bleed pamping in)	on-head)
152-6-1-FX ss'queeeze (gyucu, depiction)	138-5 FX VThump (boten, sound, closing window)
152-62—FX (buckground, lower); b'lup b'lup b'lup (dokun dakun, blood flow)	139-1—FX (above and below). Sway a way (buran, motion, being auspended and awaying about).
153-1-1—FX s'OUEEZE (gyass, depictos, marrive injectos)	139-3 FX If that It that (take take, motion, walking)
	1394 FX GLOMP (paten, seend)
153-12—FX s'OLESEZE (gyuss, depiction, massive rejection) 153-2-1—FX sZ GUESEZE (gyussyus, depiction, massive rejection)	139-5 FX SHU OXI (ga 'nl, depiction)
15322—FX ZZ GUEELZE (gyueyu) diperior, marsiwa mjeriori) 15322—FX CUEELZ (gyueyu diperior, massiwe mjeriori)	140.5-1-FX gK'REEKk (gyus, moton, paling > essed)
1533-1—FX zZGUEEEZ (g/byus, depiction, massive injection)	140.52—FX yank (bir, depiction, a line becoming text > motion
15332—FX zZ BUE EEEZ! (gi layau, depiction, massive injection)	141-2 FX P'thrapt (pon, sound, light tap)
1534—FX p'Ht p'M (pon por, sowind, lossing light objects away)	142-1—FX P'thrapt (pox, sound, heavy top)
1535—FX Phop phop (pon, sound and motion, light tayping)	142.2 — FX T that I'that I'that (gata pata motion, walking and rushing about, hurrisally)
1542—FX Titlut ('thus (ts', sound, narring)	1433—FX P'If's (fu', sound, blowing sobale)
	144-7-1FX gGranblerathten (gs., sound, lunger)
154-5 FX V whrwhrwhrwhr (name, depiction, looking about, new and corric, working aff of FX of turning about [baru] and of mechanics [byscare]	144.7.2—FX (white): a'will a'nill (plau pina, accurd, short tempts of smillion)
154-6FX To DMPPP1 (scen, depiction, dramatic ministrances)	145-1—FX k'link (ken, sound, mechanical)
155-1-FX ziclask ziclask ziclask (Zaska, zoused, minforcood)	AND THE REAL PROPERTY.

1342-FX Bustle hustle (days days, depiction)

145-2-FX k Tenk (ken, equal, mechanical)

OUBLIETTE Your Excel Saga bonus section!

	Tour Excel Saga Donus Section!
172-3EX Dit YEAH! (cossul dielogi)	155-2FX vW/THMP! (tuet, sound)
172-41—FX (für right): Tiben tilben tatted dureden Tiben tilben tilben tilben tilben tilben tilben tilben store	1554 FX Ph/THAP!! (beshi, sound)
Helj	15G-1-1 FX TEARS STREAMING TEARS STREAMING (hera here depiction, crying in a state of emploinal distress)
17242—FX VWHOORDARRR (geo. rount, wind, diamate)	1561-2-FX (black): \$1KRsh. (gusto, sound, crumpling paper)
173.2-1 FX (that I'that I'that I'that (but suts ratio, rection, wolking)	561-3-FX (white): th/THUMP! (biku, depiction, reaction > bea
173-2-2-FX GTHUDI (go. (seems)	inubusity (Author) from palester, research ere
1733-1 FX b'eng b'eng (don dun, zound)	156.2—FX O'THUP O'THUP O'THUP (dan dan, ssund, walking book, stangare down feet)
1733-2-FX whi from (deca', mound, collapsing)	15631-FX ABAH ABA'AAH ABAH AS AH A
1736-FX blang blang (don don, stead)	(ya sound, dramatic film score where they precisusness of ith is being celebrated, James Homer and Rasely Newman biar recisi;)
174-1FX FISSHINK! (sake! motion and depiction (suddenly) get- ang through effectivesty)	
1743-FX Grin (Ini. depection)	15833PX AwAY AwAAAY AwAY Aw AY (a: 16631)
1746 FX Wheez wheez (ze _sound)	156.4 PX Ass VH A Ass NH A AA (ss 1563-1)
175-1EX whereez whereez (tin his, depiction and sound)	157-2FX KTHUD KTHUD (gel, strave)
175-2 FX Ha-HAHI (he beef coolog)	158 1 FX KTHUD (pa' sound)
1753FX Phrw issuese: Half hulf (fu he hee has, sounds)	1582 FX B'LUP B'LUP B'LUP (bori bori, sound, sinking)
175-5-1FX P tiput (po' sound, spring)	160-6 FX zi chak zi chak zi chak (za', sound)
175.5-2FX fresk (no. ametion)	161-1 PX DH GOD (sa: durlog)
175-5-3—FX Wichak (gache, zound)	161-3 Fx Fask (sw. mation, slight)
170-1 FX Phap (pe' motion, trude hand movement)	162-3 PX girdly giddly (let ko. depiction and motion, ben bappy and girdly)
178-2FX bow (peks, metion)	
176-3-1 —FX (tage) of HOUSHH (bette sound coupling up a let of blood in orn barst)	162.4——PX Whee (kyu depiction erectionally uplifted happiness dialog)
·	162-5-FX KTHUK (doko, sound, heavy)
176-3-2 —FX thi plack it plack play lash blue lash (techo dopo gopo parys, cound, splacking counds)	1643—FX Snuggle stropple (suri seri, motion)
178.5 1 - EX - b Tupphyphop (papego, sound)	1644—FX terNNN (rnn., depiction and second, vastness of ACROSS Base)
176-52 — FX kirth shingl this shingl (los kin, sound and capaciton, serieshing coming together to focus a large whole)	1884FX v GGGm (goon, sound, heavy door opining)
176-8-1 —FX vVRRRRM (coo, sound and deposition, something many risking)	169-1-FX k BLAAAM (GOOD, SOUND)
176-52 FX phithrap (pata, sound and departion, collegents, comic)	169-2-1FX (white). V Grounn (gago, sound)
177.1-FX Da DMMPR (don!, depiction, diametic appearance)	16922 - FX (black) firths of this of t
177:3-FX Zz SHBNGI (bi, depiction, diseastic, patting correlately on the spot)	
177-41-FX vH RDAARRSH (goeco, seem), beast like learing)	1701-FX (n bg): ZZROARER (recco, dapiction, diametic)
177-42-FX &THUD with thick by KRACK GTHUD (doke belo ank)	171-2FX - Bup Bup (Base base base motion)
gako sounds)	17)4—FX KREE ggrakerastRADurekya (pi gako rouse esidem ortsoon start soond)
1781—FX kYC/NO (paken, sound, sedden opening)	the same of the sa
1793——FX Hetste (be he let dialog)	173-5

18642-FX splirt (pu', depiction, blood synthing cut)

1885-1---FX 105 WHU00 THU00 (dogspages, sound)
1885-2---FX sta THU01 Th THU01 (do_sound)

186-53-FX ki THUD pG THUD, feen do', sound)

187-1—FX WHYOOCMm (groun, seems, regist explication)

1874—FX gTHUTHU00THU00D (guppge, sound)

1882—FX P'throp (pan, sound light last)

188-3—FX zz phahrz (zazna, sount)

S-th Space he begat dession que par 12t-- deux the space which can not relightly consider to be to be stable discharging in graft to smalle diese with and spi texes. Editional text described in the stable of the stable discharging the stable part of the stable

9-2 The ward "pension" is the common title attached to the names of tremote) recreational retreats and/or villes in Japan. It's a loanword taken not from English but French. In continuantal Europe the term is often used or refer to beardinghouses and small hotels, both unben and rural.

Id-3-1 The six dense "self-denses "most and he in the original bill had been a self-denses and the self-dense in the billion of the self-dense in the self-dense in the billion of the self-dense in the self-dense in the billion of the self-dense in the cert in Jugen are reported to be able to be able to the self-dense in the self-dense in

Atterney and eather Dave Kopel (an active member of both the NRA and ACLID has a thought-providing law review article on Uppness up to the interpretary brinch you can locate at the URL http://www.dav-aloopsic.org/JA/Janofore/Japaneses Sam Control him Although one Statement within the article—That "The military burshy exists" in Japan riscks relateding the reader their militar that in.

1794-FX Hup!! (der, dieleg) 180-1-1 FX torid torid (guru, metion) 1801-2-FX v'WHOCOSH' (pywee, motion) 180-2-1-FX Tthut (tn', sound) 180-2-2-FX Glerel (b), depiction) 180-3 --- FX Titlad T'Stud T'third Titlad (disclotic, sound) 1804-FX ::nBPLth (bu', sound, plosive bilobial) 1865-FX Whit THUD (doka, sound) 181-1-FX K'REEEEEk (giii, sound) 181-7 --- FX (in bg): Ethat Ethat Ethat Ethat (totate, sound) 182-2 FX KhSH (she depiction, giving off steam) 182-3 FX VRMMM (Su. r, depiction, image changing) 1824 FX Th'chald! (pesha' scenif) 183-1-1-FX To DMPPPH (denn, depiction, dramatic reinforce 183-12-FX thek! (pa', swinging gestare) 183-2-FX krek shingl (kin kin, depiction, sudden appearance) 1834----FX zz fissk! (zoz. molion, first and taking something) 183.5 FX Faski (skut, motion) 1836-1--- fX Gleref (bi, depiction) 18362-FX Titherf (to'l sound) 184-1 FX zz'chakl (zzl. sound and depiction, going into pase). 1842-FX zZ'shingl (bi', motion and depiction) 1843-FX K'BLOOM! (homo', sound) 1846-1-FX Glerel (ke', depiction) 18462—FX krait shingl (kink depiction, suglieg appearance) 185-1-FX K BLOSMI (box, sound) 185-2-1-FX wh'thrap (data', sound, collapsing) 185-2.2-FX kK BANNGGH (pober, sound) 185-3-FX G'GROARRR (gogo, sound) 1854-1-FX v GrGrGrGr_ (zuzuzu, sound) 185-4-2-FX WTHUD VTHUD GTHUD_(dedodeo, sound) 186-1-FX g VWH000SH (go", sound)

186-3-FX g THUD g THUD g THUD (Ide dade gade-

186.4-1 --- FX : Kithank L'thank épeka gelta, motion, shekingi

Your Excel Saga bonus section!

readers right up to this point, simply because the Japanese aborcides to the inference large or features (100. The twist in that only control to the point of the large or the point of the large or the part of the read or the large of the large or the large or part their own reciprocal ballow; somel later on twen's 100. The large of the resolvabulation are likewise the large of the 100 to 100 t

Si lamer brought II on the day when In 1977-18 Lagies 877. There is the state of the broad Lagies 877 to the late of the state of the s

had that it dan't bear with the familiar relate after the play graphs; it had be to find the deputed to man who calculated the chargest is jugan, daying this is an error oil—pick—— their me, the recipitat cell point? Hower the not-proposed and highest paid over other in Jugan. Agen Diminis was the uplant of color—debuge, all charts for color paid and the supplicing of the paid of the paid of the paid of the paid of color—debuge, all charts for color—agent paid to supplifered and calculated as well as being and debug—on probably for the color of the paid on an advantage alpin to follow original registration of the character, can believe th—who do not registration of the paid of

Si-4-2 The original homes were chalte and Angill Chatter in the design million of the Michain for on gas in June middig fours. It is board on the count of credings channers, figilit on the other hand, if the though employed by police referency to a year. For instance, the first the countries produce mich limited wave-based in the editer the term in from the west halfful to theseen excellent—done certaining in the sectionic phress for one who has taken in more tend that was good for the Angillant the case on the heart believe to the way good for the Angillant the case of the beneral. Just as it is female, however, Japanese cops will in first others use criminals status, and vide-merals.

on topes instead to anguest, brotsy quitte in Jupes on as soften and a pulsey—bower, or of syches to Se Cercitally rest, that it is a motive ned with based of littley by world statesfred, forced piece determine states the self-cell or searched and convicion. Differing in its assertion of some decitie of the Jupescel law in an extra first by Securital Solidar of Jupescel law in an extra first by Securital Solidar in Jupescel law in an extra first place of the Securital and Jupescel law in an extra first Rest and Jupescel law in an extra first Rest account of Jupescel law that the different from the American Real piece many interesting specifics an which the Superceal law requires of para wears.

26-5 Says Princhers the value of Joyan in divided into 3 princhers for a Joyan in device that Carlo California, one cloud prottings think in terms of county—index error rather than status; paint to the constructed of clouder Princhers—index of course, seemed for the status's Total of Fall Roth to Market Says and register among the register of the Sar Fall Carlo Ca

This is also is part why a disproportional number of clories soom to the place in Volya, in whose gatest materpollars resistent to the place in Volya, in whose gatest materpollars resistent to the place of the place of the place in Volya in Volya

20.3 To profile Day Helling spare was always cont here provided in pass and the spare was always control to profile ID dayouth you can exten at the last Goys between 10 dayouth you can exten at the last Goys between 10 dayouth you can extend the last Goys between 10 days on the last Control to format, utilise between 100 between 100 days control to format, utilise between 100 between 100 days control to the commental extent in executing quality between 100 days the commental execution in executing could be to the commental execution in the commental to the commental execution of formats capacity were set to make a the uriginal Mol terms 15. In some in parts as way to compare with profiles to can be the commental execution of the comm

34-4 In Chaptur riginally made reference to two fitters of the year in Japan, chapter on the natures cellular and made insure commandy called a solid-solid assessment in the manning control of the policy of the control of the conditional on orange if it is the control of the control of policy for the opportune of the other consideration or conditional or control of the fine of the control of the control of the fine the control of the control of the control of the law press places (and the control of the control

52-2-2 This whole staryline works pretty well for American

not add the suffix "-kua" when addressing Matsuya (heata simply says "Meak! most of the time) but in using it when tolking to Repparamble Nye I. For this reason, we need to impress upon the readers that heat is being selective in addressing Roypenmatsu Type I.

105-6 Japanese phrase is gyaladau meaning an unfavorable shift in wind.

1875-19 he here melt er obbelen, carries a specific cultural augent. Ar miller werk hat with a best and the surgery. Mer miller werk hat with a best and the surgery. Mer miller werk hat were specified by all his best of miller with the surgery and a surg

Till-1-1 Common schoolpard tout regarding the automa but unless capabilities of a person for robot. Although purhaps carrying less stills in the new of Fare Feetice Disjuste reference geen kack in the nucle-belood faceopt in the U.S. of A: mange and naive series Barramon where habble must pertrent with 6-th-belling lest in largers in B: friends. It benefitch entired the Japaneses language as a phrase to be ignored in such shallows.

142-2-1 Iwata originally makes reference not to "animatronics" but "electric dolls," cheap pseudo-robot loys sold in Japan.

193-2-19 k-holds handers charts of the shadles are a cradicipation of and objects copies. Capture large in the Suppose En ions 193-1-1 belone, underscore would always put on the price handers of the Foreston anders whomever they would now have being that of all ediptly. The two most channels forwards from being and of all ediptly, The two most channels forwards from the contract of the handers of the Suppose of the Copies of the Suppose of the Copies of the Copies of the Copies of the Suppose of the Copies of the Copies of the Copies of the present the significant beat the suppose of the Copies of the present the significant beat passed on the Copies of the present the significant beat passed on the Copies of the Copies of the present the significant beat passed on the Copies of the Copies of the present the significant beat passed on the Copies of the Copies of the present the significant beat passed on the Copies of the Co

151-2-2 The original text has Falosya refer to the Sokilami hosta's father. Kansalami, so agicas which can have been meanings. It can either most Falosya and Kanderini are noted and disect, or of that Falosya respects Kundami as on older person and is using the tilled solaran es sings or respect. The word "suctive" is English can have e similar manning, but usually only young children retire to son-related older men as "uncha".

61-1 What an excellent opportunity to make more ten of the SSE but why use several puregraphs to day here, when no less solver an authority than the Critical Science Models can be butte, meanly by reporting the never I book, maybe the Japanese anillary result is stall, of calls. The III are stalls, person With the link Links Called Time Act and the III are stall to the land to the Critical Science Model I been actually verified to but in the Miller Science With III and III are stall that the Critical Science I been also the III and III are stall that the III are stall that the III are stall that the III are stall that III are stall

41-5-44-1: Rere, however, Excel is trying to emulate the style of Maki Simezaki, ose of the stars of Alaine Bris Geobreeders, o needdoor neighbor to Excel Soga, as they both run in the same Japaness mouthly magazina, Y

S3-3.2 Eurofs original reference in to peakes booth traditional exercise beliefs recibed by a such chanter occumpated by the playing of the shamitest. Menious is an old-fashioned term for the Godes area, and it was there the style originated in the mid-favingame partied. Menious bunklines to draws amounted themes of ascriface, especially on a motize of the best or soul, and hance it has come to cammy a four-jear assign.

\$1.5-1.0 legic to such factors as a particle distribution and small conference in temper correction of passives than administrate such direct. Tecones can many Japaness high character and of other of the colors o

92-5-2 The same word, "law," would be used in English were we to refer either to laws in the scientific sense, or laws in the logal sance, but in Japanese different words are used—houseful moneing law with applied to science, and Assertish magning law when applied to the least system.

92-6-1 Excell apithet bers is lifted directly from the world's greatest comics magazine. Newcastle-on-lyne's very own Wa-specificulty, the stay: "Charle Restarts Cold bared hands" sizes #127, Juny 2003, p. 300 where a young British schoolbey has as his constant may be a supported by disembedded, assenting ma-chatching heads of Charlens Restart.

186-2 Japanese phrase is sequer kaze. Morally "senior wind" ("senper" is what Hrall calls Excel in the original Japanese).

196-5-3 Why preserve the -kun here? Well notice that Iwata does

Your Excel Saga bonus section!

rounicipally-subsidized to do so—freely reaming around. Fekcoka Tower of song and legend (173-1) was built for the 1989 Expo as well.

174-5 Excel refers to ye tido Jupanese custom though by on merce fairtied by lapout of pressed refersites abraicating their del relatives—expectably annualised and version—in times of turnion and death. Purphus susceptivisty, tills actual adarmation concerning the delative of the practice services, but the stay of this healthrate and correct personalishly those aged fairty numbers were sever menying and creatly in told after resulph an Jupan to healthrate and correct personalishly the result delative receipt of the healthrate and control personalists.

175 - 2-1 The translation and many resident already have the soft to the control plays where the soft of the high control plays are the soft of the high control plays are the soft of the high control plays are the soft of the plays are the soft of the soft o

176-1 The "character name" fieck is based on the foot "hvato" is written with from two kanyl for "reck" and "riccia farm field." Dut's based on Sampyoths first amon, Diminuru, Jast as Windsmers do, Japanessa often prefer this sound of an michaic, exotic, or feering name for in character when they give a funlacy role-playing pame. The birting Excel Signs of course, finne particular ammes come off on silft analyses.

186-1-1 Driginal reference is to Denoise Those who hide in secret?), short for Keyl Denoise, the collection represent purpose farmed by kyrosa foliupses, fearedness of the dynesty of shopen that ruled algosa between 1600 and 1860. Gondess was also a familiar truth of the ships who wasted for it, sort of an see might understand in "Fed" to simply mean an agreet of the Federal Sureau of Investication.

186-1 Lord Kabapuu's mighty spring-powered escape capsule also n modified form of the Yokatopia "Kabnpu" miscot. Hote the relationable between the small bern and the Kabapuu's "added capana disea!"

191 This refirs page to a paredy of Afface Mokashi Sazzeki This page 19 million and million special spage space believing definition point, convoid largely by cells gris of between testion and directors year of ongs. Accoming at least though the control of the convoiding of largely packages in delation of the larges. The set was which preference of accoming the control or pages. The set was which preference of accoming these others of the definition of these Vernamin-Sylo circle latters. And delay it are not for production that there is a set of the control of t 150-2 The *bori bari* sound FX used have is actually a registent variation of the common anomatepacia for sinking. On translator checked it especially. The editor remarks here he agrees with John Correlle that the mence of gelcksand, manipresent in 70s TV shows, is something that needs to be brought back.

163-4-3 The translator noise that those are Buddhist prayer branks, not a Califoldic coaser, that heatist goff in this hands. If a milicative of the character that he would want to cover all bases in his quest everboard to mean? Repoparatists U. Some night regard this ottom-multich as offensive. But you forget that heads, is an offensive character. Come to think of it, this heart been the first offensive thing in Excel Signal.

Mid-2 Companies Marie Camer Reg Marcell Birdy 1 in Mid-Nesses production for easy spaces propried data.

When the Secondary production is not appear to produce of the secondary spaces of the secon

16.4-31 Means are more that the set I are where I pair a groupman (prin I selled to see compared and the reviced marked better than the set compared and the reviced marked better than the set of the set of

169-2-1 By the way, the Minister of Court hore is the same dude Hyalt and Excel worked for in Vol. 93. Mission 1. Efficient.

172 - 4 feet can be teld Registre our desperient the systems and be bettern Gordy of contents on Relianda ricin. Some fine bettern Gordy of contents on Relianda ricin. Sometime for, 15 departs preparation in a feet based on that are "Labque" to mance of the 1979 Julie - 1966-165 gas beed in Rakeaba to collaborate the contents of the Cyty official data in the part of the 1965 graft based on the National Contents of the Cyty official data in the part of marking in the feet to enter or content of marking trade for any contained. The Capp and the contents of the Cyty of the Capp and the contents of the contents of the Cyty of the Capp and the contents of the contents of the Cyty of the Capp and the contents of the contents of the Cyty of the Capp and the contents of the Cyty of the Capp and the contents of the Cyty of the